

TEENAGE MUTANT HERO TURTLES™ THE COIN-OP!

THE RETURN OF THE AWESOME FOURSOME!

Now two dudes or dudettes can join forces and double team Shredder™ and his turtle terminators in a bid to save April™ and Splinter™. Choose which lean, green turtle you control and haul shell around this fully scrolling version of the coin-op game and save April™ from a burning building. Meanwhile Splinter™ gets kidnapped and you must trash dodgy dudes Bebop™ and Rocksteady™ to set him free.

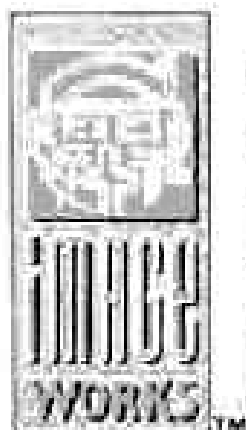


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MPK 1111

THE STORY SO FAR ...

April O'Neil is not only the best T.V. news reporter in town but also she's the only news reporter in New York that has been kidnapped by the evil* Foot Clan and lived to tell the tale (you did save her in Turtles didn't you?).

Not only that, but to prove just how individual she is, she's been kidnapped by the foul Foot Clan yet again and only the hard-backed, half-shell heroes can save her? Or can they?

* The Foot Clan are not a highly organised cartel of chinese chiropodists but in fact are expertly trained ninjitsu ne'er-dowells bound to the service of the evil Shredder.

HOW TO BE A HERO

The dateline is now, the place is New York and the player must choose their favourite Turtle with which to rescue the kidnapped April from a burning building infested with a carbuncle of foul Foot. Not only that but you've got to go on to find and defeat the shifty sidekicks BeBop and Rocksteady before going onto to take out Krang and finally confront Shredder at the Technodrome.

LOADING INSTRUCTIONS

COMMODORE 64#

Cassette - ensure the tape is rewound, insert into your recorder and hold down the SHIFT and RUNSTOP keys. Now, with the cassette player attached to the computer, press play on the cassette player and the game will load and run.

COMMODORE 128*

Turtles doesn't run in 128 mode on the Commodore just type in G064 and enter and then load as above.

*NOTE: There is no simultaneous two player mode on the Commodore 64 version of Turtles the Coin Op. For disk users there is a two turtle, sorry, person mode, but players play alternately.

C64 controls use a joystick in port 2

P = Pause

Q = Quit whilst paused

	A	B	C	D	E	F	G	H		I	J	K	L	M	N	O	P
1	3917	6416	3282	4336	7311	6624	2409	0374	1	1677	8130	6668	6769	4564	4586	1453	0499
2	5335	2489	2168	4146	5825	4141	6681	7516	2	2229	3686	2604	2987	5518	2116	4136	5230
3	6297	7222	6059	3403	7948	1864	6948	8477	3	5414	8819	8551	3688	5646	1911	0678	8413
4	6027	5635	9243	4114	4988	3557	6835	6624	4	5313	3308	3252	5689	8328	0867	3833	2482
5	2548	7246	7240	8683	5295	2433	4567	4415	5	2260	5702	1535	5008	7039	3372	5562	5230
6	4842	6289	2919	2798	2767	3216	3353	6213	6	7713	5574	8255	4712	4197	5359	2714	8038
7	1686	1979	1590	3105	1654	4270	9070	3821	7	3124	2464	5985	9010	8000	2959	3188	4571
8	3024	6022	5639	6105	6002	3183	8474	3587	8	8109	3351	6779	5548	7107	0808	4311	3199
9	4319	0735	3934	1856	4316	7986	7026	6015	9	6718	8867	2425	5764	2576	3265	7360	5782
10	7384	7525	5546	2664	8288	7079	1181	6221	10	8260	8004	3413	6456	3963	7796	7578	3217
11	1990	8161	8077	1659	6394	1328	5617	7238	11	4975	1426	2549	2229	5767	8486	5703	6097
12	4832	5681	6232	1452	1110	1660	4978	4212	12	7777	4752	2163	5246	1129	3315	5746	5839
13	3115	8450	4238	2342	8046	0811	6261	7317	13	7877	1203	2748	3869	1443	1762	1240	5316
14	8895	1613	3999	7451	2031	4463	4929	3984	14	7934	4926	7621	2195	9065	4363	4935	2153
15	1191	3749	3084	1684	8436	2344	6890	4481	15	6360	0646	8060	2861	7679	4696	7773	8929
16	5398	8192	3400	3015	2599	1190	7127	3889	16	7414	2481	8439	2762	1272	8959	9157	6808
17	3095	5903	2547	5082	8294	8586	4892	4731	17	1701	4369	7680	3064	7830	1995	6785	6968
18	2269	0940	2369	3331	2970	4708	8448	2666	18	7908	0525	8144	4215	5167	7924	6138	7918
19	0851	8834	7665	5258	1695	5301	1207	6873	19	1255	3768	3634	5331	2052	4481	8944	5952
20	8880	8048	3380	6212	4417	6893	3719	6289	20	1449	1686	3617	6349	2442	5482	0847	6780
21	5370	5957	4045	6042	3675	1739	4517	1453	21	7258	3516	1441	7442	6949	5050	2485	5674
22	8554	6582	3341	1215	6074	2721	6199	4857	22	5627	7086	7601	6463	3590	3208	7120	7833
23	6662	0918	6486	7322	5687	1553	8082	1644	23	1498	5248	5686	6150	7858	1244	8796	2860
24	1001	8351	6231	4003	2016	2985	4540	4308	24	1718	2970	7726	3844	8796	3760	3368	2165
25	5909	4540	2166	7360	1358	7402	1098	7241	25	3073	2348	4541	1766	3977	8970	7378	4025
26	4804	6317	1790	5190	7277	2661	2336	5525	26	0664	9342	8098	4428	8043	2533	1828	5511
27	3327	8732	3256	4414	8731	5528	5014	7317	27	3019	7169	2530	6883	4709	6791	3295	8963
28	2811	4100	0751	1533	6208	3352	4081	3154	28	3194	2268	6042	6506	4044	8394	8111	5343
29	8353	1781	7688	3944	8088	4704	6470	1191	29	1012	4449	3728	5487	9217	5047	1073	5728
30	3879	3786	8628	8183	8177	7174	6649	6749	30	8442	2776	6111	1203	4698	9093	1619	1524
31	2711	2158	2610	5778	3170	1415	2338	3473	31	6938	5522	6034	3010	1848	7422	4276	2304
32	7717	7072	5910	8078	4763	9077	6436	5420	32	8464	3285	3681	2138	2546	5176	3839	8694
33	6075	3338	8418	7664	0853	4974	6903	4327	33	3153	4822	2678	6925	7913	6237	2034	5690
34	7343	1130	3876	7664	4284	1989	7422	4558	34	3419	6391	4808	7605	4943	8550	2907	1085
35	7914	8395	4610	7380	1867	1561	5264	0955	35	8220	3440	0322	5827	3499	6714	6134	4960
36	2466	4555	6986	4243	6448	6939	5521	4504	36	3798	8098	3328	8211	6445	4883	1907	8695
37	3295	3607	5981	3697	7426	2573	3993	0867	37	5460	5028	4007	7703	5211	8440	5231	6565
38	3000	1993	5008	3752	5327	8636	6284	2529	38	8729	8442	5269	2730	4199	5059	5812	5787
39	7254	6991	7809	4670	9010	1419	7644	2863	39	2773	4055	8559	2142	4533	6842	3363	1628
40	8141	5828	9125	7014	1080	1035	5044	5113	40	1540	3457	7537	5327	1464	2999	3370	7996

SPECTRUM +2#

Insert tape into the cassette deck, select loader and press ENTER. Press play on the cassette deck. The game will load and run.

SPECTRUM + 3 Disk

Insert the disk and select LOADER from the +3 start up menu. Now press ENTER and the game will load and run.

SPECTRUM +2#

Insert tape into the cassette deck, select loader and press ENTER. Press play on the cassette deck. The game will load and run.

SPECTRUM CONTROLS

You may experience problems controlling 2 turtles unless one turtle uses a Kempston joystick. This is due to problems with Spectrum hardware beyond our control. If you select CURSOR control, do not select either of the Sinclair joystick ports for your other Turtle.

P = Pause

Q = Quit whilst paused

AMSTRAD CPC Disk

Insert the disk into the machine and type RUN "DISK - The game will now load and run.

AMSTRAD TAPE#

AMSTRAD CONTROLS

Insert the cassette into the player. Hold down CONTROL and press ENTER on the numeric keypad. The game will now load and run. For 2 player games, you may experience problems controlling your turtles. This is due to problems with Amstrad hardware beyond our control.

P = Pause ESC = Quit whilst paused

WHAT'S THE SECRET CODE DUDE?

After the game has loaded, you will be asked to enter a code before you can start playing. It's a four digit number and it's located in the middle pages of this manual. Just find the right column and row given by the letter and a number shown on your computer screen and type in the four digit number that you find there. Now you must select your turtle and control method required for each player.

LET'S GET BASHIN' DUDES!

You've entered the code, chosen which Turtle you want to be, selected either joystick or keyboard and ordered yourself a pizza (without anchovies of course). Let's go?

SPIN THAT STICK!

Pressing fire or fire with either left or right will make your turtle do one of three attacking moves - kick, jab, thrust. Pressing fire with up will make the turtle do a jump and a spin directly up in the air. Pressing fire with down will make the turtle do an upward jump and swipe simultaneously.

Pressing fire with up/right or up/left will make the turtle do a flying jump kick. Just pressing up/down left/right will move the turtle around the screen.

AMSTRAD CPC TAPE, SPECTRUM TAPE and CBM 64 TAPE

Turtles - the coin - op is a multi-load game. Before loading we recommend you set your tape counter to zero and then note the tape count whenever you start to load a new level. Sometimes the computer will tell you to 'rewind to level XX'. You should rewind to the relevant section of the tape (using the tape count) and then press PLAY on tape.

PIZZA

As with any turtle, if you pick up a pizza your energy is immediately replenished (an extra life is given on CBM 64). and these pizzas must be real tasty, because just one will put any of the boys right back up there on full power.